

IV. AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A gaming machine comprising:
a game result display device for displaying a game result thereon; and
a beneficial state generating device for generating a beneficial state for a
player when a predetermined game result is displayed on the game result display
device; and
a controller.

wherein the game result display device includes a first display device and a
second display device arranged in front of a display area of the first display device
when seen from a front side of the gaming machine,

wherein the first display device includes a plurality of symbol display parts
capable of variably displaying one or more symbols and conducting stop display
thereof and an illumination device for illuminating the symbol display parts,

wherein the second display device has symbol display areas corresponding to
the symbol display parts through which the symbols displayed on the first display
device are transmittably displayed and window frames, each respective one of the
window frames having an inner periphery and an outer periphery disposed around
and apart from the inner periphery to define a window frame display area
therebetween, each respective one of the window frames surrounding a respective
one of the symbol display parts with a respective inner periphery being contiguous to
a respective symbol display part, and

wherein, the controller is operative to cause a display mode of the window
frame display area to change between a first display mode and a second display
mode being visually different from the first display mode and to cause the illumination
device to either illuminate the symbol corresponding to the symbol display area or not
to illuminate the symbol corresponding to the symbol display area such that, when
display mode of the controller changes the display mode of the window frame display
area is changed from the first display mode to the second display mode, the
illumination device is adapted controlled not to illuminate the symbol corresponding to

the symbol display area and a light transmittance rate of the symbol display area is made low.

2. (Canceled)

3. (Canceled)

4. (Previously Presented) The gaming machine according to claim 1, wherein the display mode of the window frame display area is changed substantially at the same time that the stop display of the symbol is conducted.

5. (Previously Presented) The gaming machine according to claim 1, further comprising:

an internal winning combination determination device for determining an internal winning combination;

wherein the display mode of the window frame display area is changed when the internal winning combination determination device determines a predetermined combination as the internal winning combination.

6. (Previously Presented) A gaming machine comprising:

a game result display device for displaying a game result thereon; and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine,

wherein the first display device includes at least one symbol display part capable of variably displaying one or more symbols and conducting stop display thereof,

wherein the second display device has at least one symbol display area corresponding to the at least one symbol display part through which the symbols displayed on the first display device are transmittably displayed and at least one window frame, the at least one window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween, the at least one window frame surrounding the at least one symbol display part with the inner periphery being contiguous to the at least one symbol display part,

wherein the at least one window frame display area has a first display mode and a second display mode visually different from the first display mode and

wherein the at least one window frame area changes from the first display mode to the second display mode when the beneficial state generating device generates the beneficial state for the player, the first display mode depicted only as a frame structure and the second display mode being a moving image superimposed on and moving along the frame structure.

7. (Canceled)

8. (Previously Presented) A gaming machine comprising:
a game result display device for displaying a game result thereon; and
a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine,

wherein the first display device includes at least one symbol display part capable of variably displaying one or more symbols and conducting stop display thereof and an illumination device for illuminating the at least one symbol display part,

wherein the second display device includes an effect display area, at least one

window frame surrounded by the effect display area and at least one symbol display area surrounded by the at least one window frame, the at least one symbol display area corresponding to the at least one symbol display part through which the symbols displayed on the first display device are transmittably displayed, the at least one window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween, the at least one window frame surrounding the at least one symbol display part with the inner periphery being contiguous to the at least one symbol display part and with the outer periphery being contiguous to the effect display area, and

wherein when display mode of the at least one window frame display area is changed, the illumination device is adapted not to illuminate the symbol corresponding to the at least one symbol display area and a light transmittance rate of the at least one symbol display area is made low.

9. (Previously Presented) The gaming machine according to claim 8, wherein the display mode of the window frame display area is changed substantially at the same time that the stop display of the symbol is conducted.

10. (Previously Presented) The gaming machine according to claim 8, further comprising:

an internal winning combination determination device for determining an internal winning combination;

wherein the display mode of the window frame display area is changed when the internal winning combination determination device determines a predetermined combination as the internal winning combination.

11. (Previously Presented) A gaming machine comprising:

a game result display device for displaying a game result thereon; and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device and a second display device arranged in front of a display area of the first display device when seen from a front side of the gaming machine,

wherein the first display device includes at least one symbol display part capable of variably displaying one or more symbols and conducting stop display thereof,

wherein the second display device includes an effect display area, at least one window frame surrounded by the effect display area and at least one symbol display area surrounded by the at least one window frame, the at least one symbol display area corresponding to the at least one symbol display part through which the symbols displayed on the first display device are transmittably displayed, the at least one window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween, the at least one window frame surrounding the at least one symbol display area with the inner periphery being contiguous to the at least one symbol display area and with the outer periphery being contiguous to the effect display area,

wherein the at least one window frame display area has a first display mode and a second display mode visually different from the first display mode and

wherein the at least one window frame area changes from the first display mode to the second display mode when the beneficial state generating device generates the beneficial state for the player, the first display mode depicted only as a frame structure and the second display mode being a moving image superimposed on and moving along the frame structure.

12. (Previously Presented) A gaming machine comprising:
a start operation detection device for detecting a start operation of a game;
a game result display device for displaying a game result thereon; and

a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;

wherein the game result display device includes a first display device having a plurality of rotatable reels on each periphery of which plural symbols are formed and a liquid crystal display device as a second display device arranged in front of the first display device when seen from a front side of the gaming machine,

wherein the reels of the first display device are capable of variably displaying the plural symbols corresponding to that the start operation detection device detects the start operation of the game and are capable of stopping variable display of the plural symbols corresponding to that an input signal to stop the variable display of the plural symbols occurs by operation of a stop button,

wherein the liquid crystal display device has:

a symbol display area capable of transmittably displaying the symbols variably displayed and stopped on the reels;

a window frame formed so as to enclose the symbol display area, the window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween, the window frame surrounding the symbol display area with the inner periphery being contiguous to the at least one symbol display area; and

an effect display area other than the symbol display area and the window frame display area, the outer periphery of the window frame being contiguous to the effect display area, the effect display area displaying an effect image thereon;

the gaming machine further comprising:

an internal winning combination determination device for determining an internal winning combination based on that the start operation detection device detects the start operation of the game;

wherein the liquid crystal display device changes a color of the window frame display area so as to correspond to a specific combination and enlarge the window frame display area so as not to overlap with the symbol display area, at the same

time when the internal winning combination determination device determines the specific winning combination as the internal winning combination.

13. (Previously Presented) A gaming machine comprising:
 - a game result display device for displaying a game result thereon; and
 - a beneficial state generating device for generating a beneficial state for a player when a predetermined game result is displayed on the game result display device;
 - wherein the game result display device includes a first display device and a liquid crystal display device as a second display device, the liquid crystal display device being arranged in front of the first display device when seen from a front side of the gaming machine,
 - wherein the first display device includes a plurality of symbol display parts capable of variably displaying one or more symbols and conducting stop display thereof; and
 - wherein the liquid crystal display device has one symbol display area provided for each of all of the plural symbol display parts, the one symbol display area capable of transmittably displaying the symbols displayed on each of the plural symbol display parts therethrough by changing transmittance rate of the one display area;
 - a window frame display area formed so as to enclose the one symbol display area, the window frame having an inner periphery and an outer periphery disposed around and apart from the inner periphery to define a window frame display area therebetween, the window frame surrounding the symbol display area with the inner periphery being contiguous to the at least one symbol display area; and
 - an effect display area other than the one symbol display area and the window frame display area, the outer periphery of the window frame being contiguous to the effect display area, the effect display area displaying an effect image thereon.

14. (Currently Amended) A gaming machine comprising:
 - a plurality of reels an outer periphery of each of which symbols are formed;

a liquid crystal display device arranged in front of the reels so as to cover the symbols formed on the reels, the liquid crystal display device having a plurality of symbol display areas each of which corresponds to each of the reels and through which the symbols of the reels are transmittably displayed, window frames each of which has an inner periphery and an outer periphery disposed around and apart from the inner periphery and surrounds one of the reels with the inner periphery being contiguous to the reel and an effect display area other than the symbol display areas and the window frames, effect images being displayed on the effect display area; and

a processor operates with the reels and the liquid crystal display device so as to (a) detect a start instruction of a game, (b) rotate the reels corresponding to the start instruction and variably display the symbols of the reels, (c) determine a winning symbol combination, (d) change a color of the window frames corresponding to the winning symbol combination and enlarge the window frames so as not to overlap with the symbol display areas, (e) stop the reels and display the symbols through the symbol display areas and (f) generate a beneficial state for a player ~~corrp.sending~~ corresponding to the winning symbol combination.

15. (Previously Presented) A gaming machine comprising:

a plurality of reels an outer periphery of each of which symbols are formed;

a liquid crystal display device arranged in front of the reels so as to cover the symbols formed on the reels, the liquid crystal display device having a plurality of symbol display areas each of which corresponds to each of the reels and through which the symbols of the reels are transmittably displayed, window frames each of which has an inner periphery and an outer periphery disposed around and apart from the inner periphery and surrounds one of the reels with the inner periphery being contiguous to the reel and an effect display area other than the symbol display areas and the window frames, effect images being displayed on the effect display area; and

a processor operates with the reels and the liquid crystal display device so as to (a) detect a start instruction of a game, (b) rotate the reels corresponding to the start instruction and variably display the symbols of the reels, (c) determine a

winning symbol combination, (d) change light transmittance of a center part of the symbol display area so as to become high so that the symbols of the reel are easily seen through the symbol display area of the liquid crystal display device and change light transmittance of the symbol display area so as to become low in a peripheral part apart from the center part so that the symbols of the reel are not easily seen through the symbol display area of the liquid crystal display device, (e) stop the reels and display the symbols through the symbol display areas and (f) generate a beneficial state for a player corresponding to the winning symbol combination.

16. (Previously Presented) A gaming machine comprising:
a plurality of reels an outer periphery of each of which symbols are formed;
a liquid crystal display device arranged in front of the reels so as to cover the symbols formed on the reels, the liquid crystal display device having a plurality of symbol display areas each of which corresponds to each of the reels and through which the symbols of the reels are transmittably displayed, window frames each of which has an inner periphery and an outer periphery disposed around and apart from the inner periphery and surrounds one of the reels with the inner periphery being contiguous to the reel and an effect display area other than the symbol display areas and the window frames, effect images being displayed on the effect display area; and
a processor operates with the reels and the liquid crystal display device so as to (a) detect a start instruction of a game, (b) rotate the reels corresponding to the start instruction and variably display the symbols of the reels, (c) determine a winning symbol combination, (d) display a moving object image so as to move along each of the window frames, (e) stop the reels and display the symbols through the symbol display areas and (f) generate a beneficial state for a player corresponding to the winning symbol combination.

17. (New) A gaming machine according to claim 1, wherein, in the first display mode, the window frame display area has a first size and, in the second display mode, the window frame display area has either a second size larger than the

first size or an image that is superimposed on and moves about the window frame display area.

18. (New) A gaming machine according to claim 17, further comprising an internal winning combination determination device operative for determining a predetermined combination as an internal winning combination and, wherein, the display mode of the window frame display area is changed from the first display mode to the second display mode when the internal winning combination determination device determines the predetermined combination as the internal winning combination.